1   ABSTRACT

2   A novelty article and method for making same. A three-dimensional digital

3   model of a face of a famous person is obtained. A three-dimensional digital model of

4   an article associated with the fame of the famous person is obtained. The digital

5   models are merged to create a merged three-dimensional digital model, wherein the

6   face of the famous person is positioned on the article of fame in the merged three-

7   dimensional digital model. A physical three-dimensional novelty article is created

8   based on the merged three-dimensional digital model. In one embodiment, the

9   famous person is an athlete and the article of fame is a ball.